## PathNode + isAbsolute() + isSourceable() + isCurrentDependant() + isTargetDependant() + getRequiredPath() + getDescription() + initSearchQueue() + isDestination() + clone() + PathNode() + ~PathNode() #destination #name #source NavPath # visible # path # pathNeighbors # dependants # topoColor # topoTime # updated + isAbsolute() + isEvaluated() + isComplete() + isCurrentDependant() + isTargetDependant() + getDescription() + setVisible() + setColor() + setName() + getVisible() and 25 more...

string

**GFXColor** 

+ r + g

+ b + a

+ GFXColor()

+ GFXColor() + GFXColor()

+ GFXColor()

+ netswap() + clamp()

/

#color